

COMMODORE DRAGONNINJA



ENGLISH



FRANÇAIS



DEUTSCH



ITALIANO



SUOMI



DRAGONNINJA

The latest hot arcade game from Data East explodes with heart-thumping fury. Seven levels of lean, mean, fighting screens to battle through.

Use your special Martial Arts skills, Punch, Kick, Jump, Flying-kick and Super-punch; with added power in the shape of special Ninja-style weapons.

The opponents in your battle for supremacy are four types of Evil Ninja Assassins whose skills are manifold and dangerous. Also out to spoil your day are acrobatic Women Warriors.

At the end of each level you must overcome the Ninja Master in order to progress — some examples of these superhuman villains are: A fire-breathing Fat Man, the Green and Gruesome Giant Ninja — who has a disconcerting habit of suddenly multiplying into an army!

Mission accomplished? ...not yet! Now rescue the President of The United States from the grip of these villainous warriors and fly him to safety.

Dragon Ninja, the hottest coin-op conversion around, designed to give your computer some real kicks!!

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions.

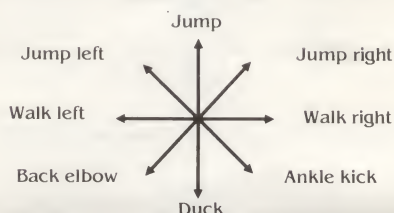
DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "",8,1, (RETURN) the introductory screen will appear and the program will then load automatically.

This game loads in a number of parts. Please follow on screen instructions.

CONTROLS

The game is controlled by joystick only in port 1, one player only.



You can collect a weapon (knife) or capsules if dropped by a fallen enemy.

Time capsules give extra time for the level while energy ones replenish your life source.

The Super-punch feature allows you to knock down several adversaries with one blow. This power blow takes all your concentration and can only be implemented by standing still and holding down the fire-button for a few seconds until charged.

STATUS & SCORING

The following are displayed on screen

Player score
Hi score
Energy level
Lives remaining
Level indication
Time remaining

Scoring as follows

	Points
Blue Ninja	75
Lady	100
"Big Baddie" (end of level)	50per hit, 10,000+ per elimination
Ninja with knife	175
Objects collected	200
"Big Baddie" (during level)	500

If energy reaches zero — life lost

If time reaches zero — game over

HINTS AND TIPS

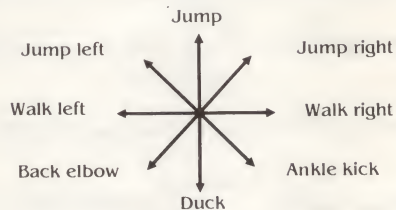
- Learn the different moves to get the correct distance between you and the enemy for an accurate hit.
- Keep a look out for Ninjas with weapons, they carry useful objects which you can pick up.
- Extra weapons extend your reach so make sure you keep hold of them.
- The giant Adversaries need more than one hit — dodge, then attack.
- Make sure you're facing the right direction when implementing the Super-punch, as you cannot move during the charging process.
- Be careful out there!

DRAGON NINJA

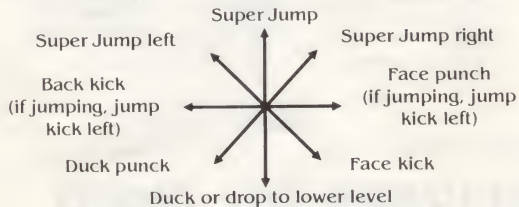
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CONTROLS

The game is controlled by joystick only in port 1, one player only.



Leaving the fire button pressed starts the super punch. Release to action.



Commodore key to pause game and restart.

GAMEPLAY

Battle your way through screen after screen of adversaries, progressing right or left depending on the level.

You face a giant enemy at the end of each level who must be disposed of with multiple hits.

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- Extra weapons extend your reach so make sure you keep hold of them.
- The giant Adversaries need more than one hit — dodge, then attack.
- Make sure you're facing the right direction when implementing the Super-punch, as you cannot move during the charging process.
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DRAGON NINJA

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THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to : Mr Yates, Imagine Software, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Coding by David Collier

Graphics by Stephen Wahid and John Palmer

Music by Jonathan Dunn

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